SHADOW
MADNESS™
5
CRAVE®
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions –IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Technical Support

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Contact a customer support agent between the hours of 8am-5pm (MST) Monday through Friday.

Please have the following ready:

Name the Game
Type of game system
A description of the problem

For on line technical support and hints visit:

www.cravegames.com

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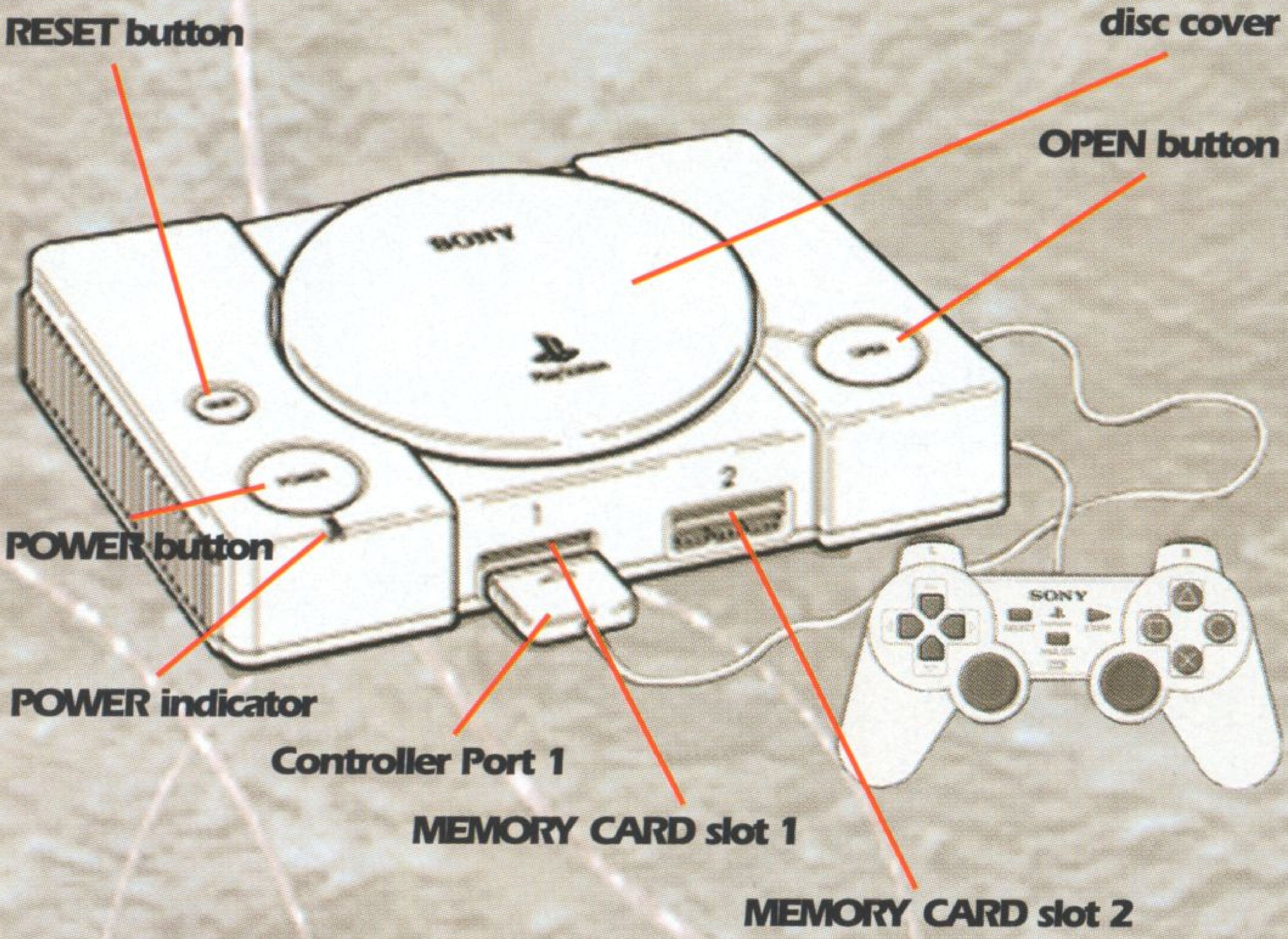
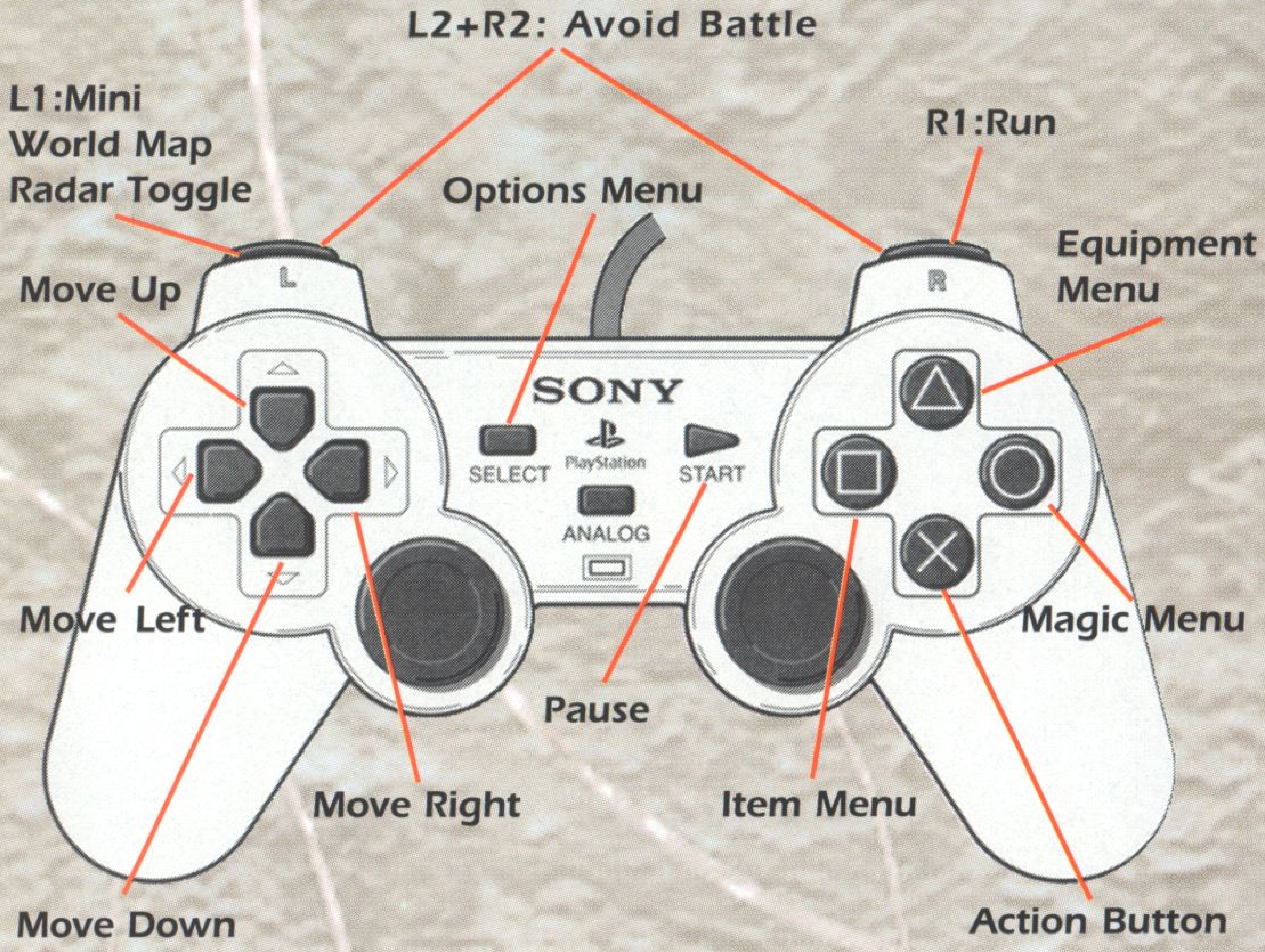


Setting up your PlayStation®

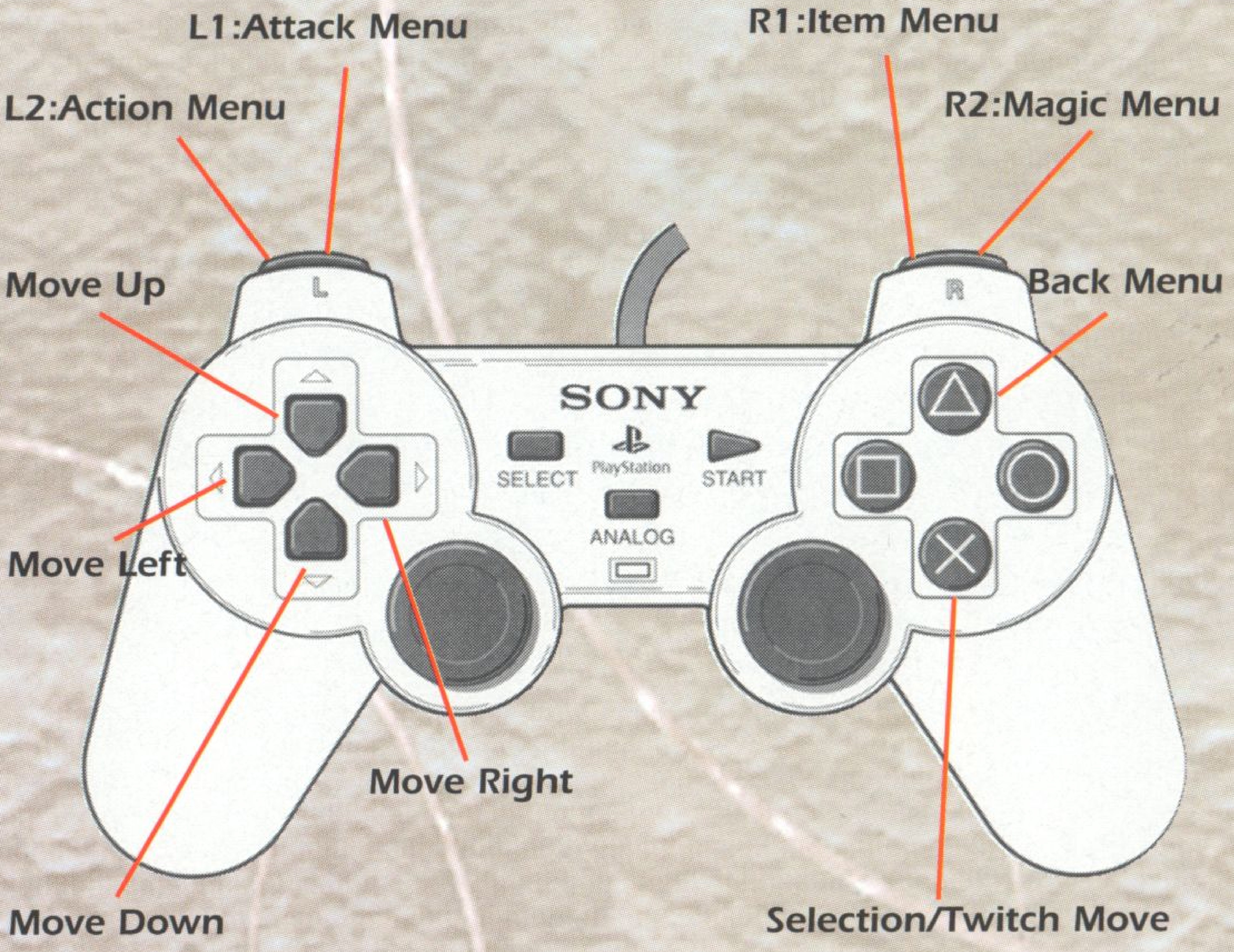
Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Shadow Madness™ disc and close the Disc Cover. Insert a game controller, turn on the PlayStation game console and follow the on-screen instructions to start a game.

SKYWAY to CHIORE

Exploration Mode



Battle Mode


L1:Attack Menu
L2:Action Menu
R1:Item Menu
R2:Magic Menu
Move Up
Back Menu
SONY
SELECT
PlayStation
START
ANALOG
Move Left
Move Right
Move Down
Selection/Twitch Move

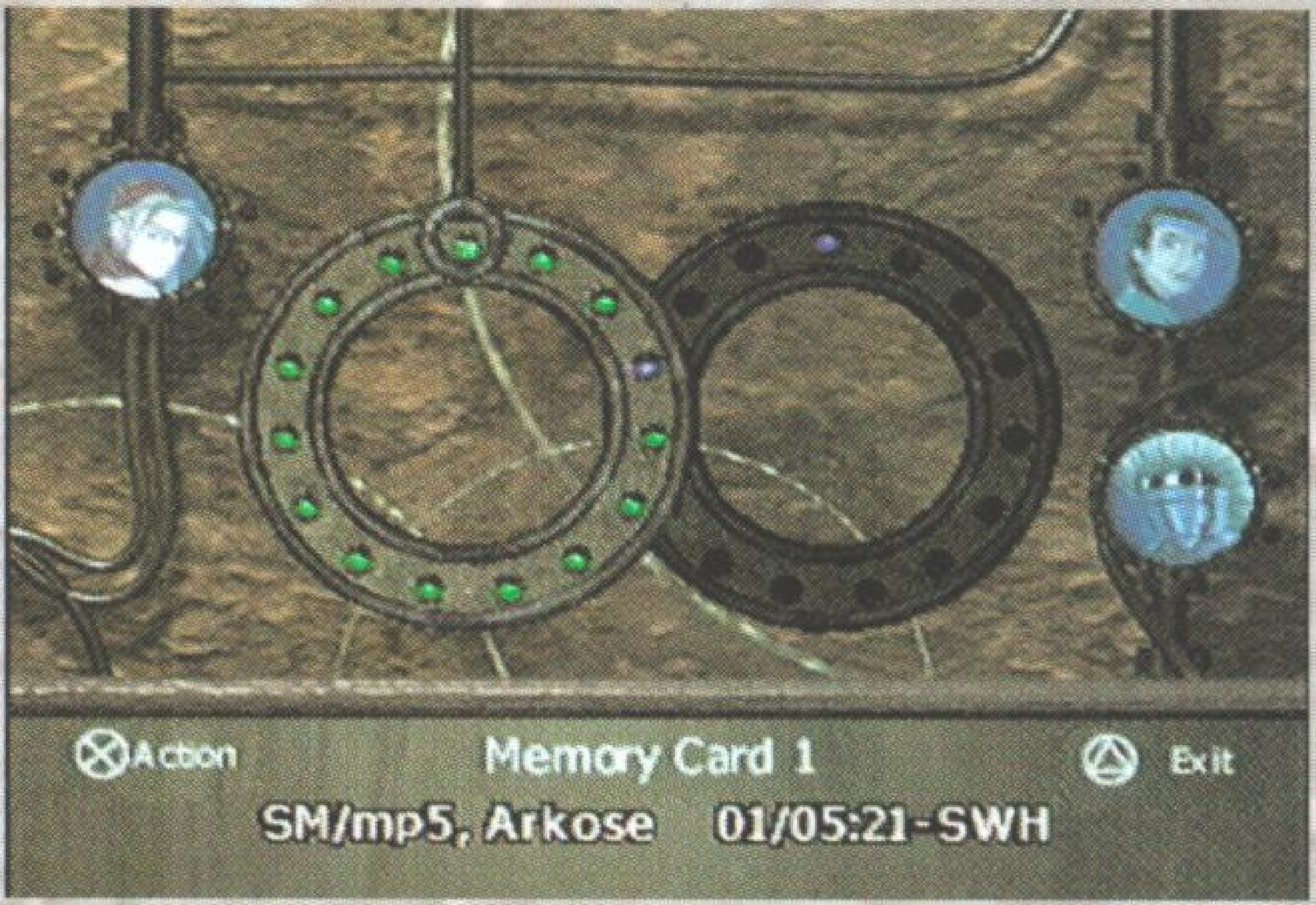
Saving a Game

To save a game, choose Save from the Select Menu. You can save your game while on any world map or at an inn. When the Load/Save Menu appears, use the Left/Right directional buttons to change slots on the memory card. The Up/Down directional buttons will switch to the other MEMORY CARD. To save your game, press the Action button.

Shadow Madness™ games will appear as green lights on the MEMORY CARD wheel. All other games will appear as blue lights. When a Shadow Madness game is selected, you see the heroes in your party with the lead hero on the left side of the screen. The saved game information will appear in the status bar at the bottom of the screen. If the slot contains another Shadow Madness game, you must overwrite the game or choose another slot. If the slot contains a non-Shadow Madness game, you must delete the game or select another slot to save your game.

Loading a Saved Game

You may load a saved game from the Start Menu by choosing Load Saved Game. You can also load a new game anytime during play by selecting Load from the Select menu. When the Load/Save Menu appears, use the Left/Right directional buttons to change slots on the MEMORY CARD. The Up/Down directional buttons will change to the other memory card. To select a Shadow Madness game, press the Action button.



SAVE AND LOAD

On a gentle spring evening, without warning or apparent source, chaos descends upon the once thriving world of Arkose. A coastal town is silently crushed, leaving piles of dust where people once stood. A pestilence infects the land. It cares not whom it reduces into a blubbering, raving lunatic. The infected spend their final days trying to escape from the clutches of their own shadows. There is no apparent cure.

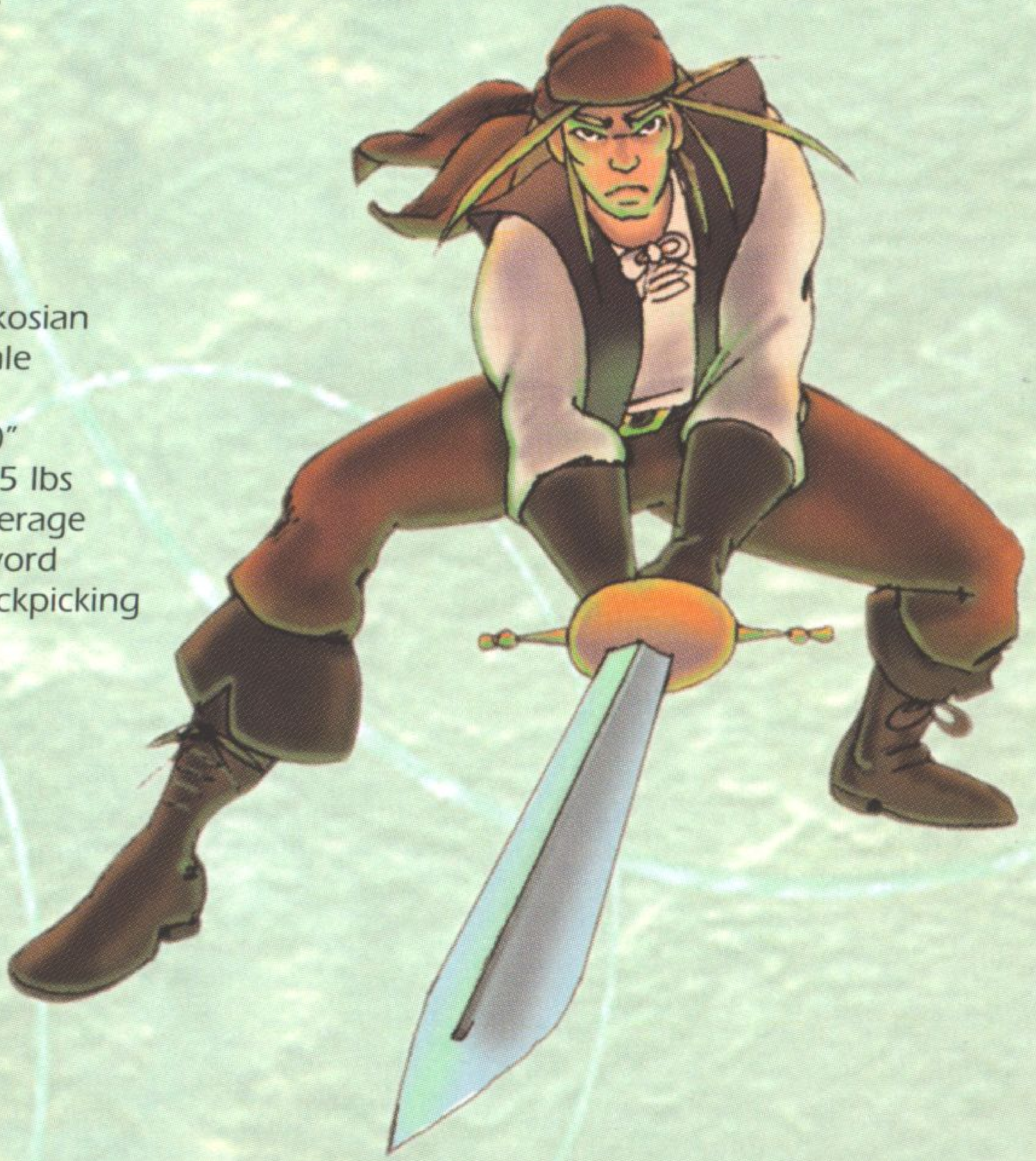
The once prominent Gadgeteer race seems to disappear. Hysteria reigns supreme. Doors are shut tight and towns turn hostile to strangers. Barriers of all kinds, some quite lethal, spring-up as towns fight off deranged strangers and the growing horde of bizarre creatures that are some how connected with the disease. It's as if some immense, demonic nightclub just shut its doors at 2 AM, spewing its inebriated, bloodthirsty, vicious patrons out into the world all at once.

A small band of orphans stumbles along seeking help and answers. They are assisted by numerous characters and confront hordes of vicious and conniving adversaries. They wander and explore sweeping landscapes, ranging from fantastic flying cities to haunted villages and mysterious ruins. They must solve challenging puzzles, complete difficult mini-quests and meet a slew of quirky beings as they try to solve the mystery of Shadow Madness.

Stinger

Stinger is a young man with dreams of adventure and the sea. He's a natural when it comes to sword play, and knows his way around a lock. When the enemy wipes out his hometown, he is forced to make his own way in the world.

Race	Arkosian
Gender	Male
Age	18
Height,	6'0"
Weight	185 lbs
Intelligence	Average
Weapon	Sword
Special Ability	Lockpicking



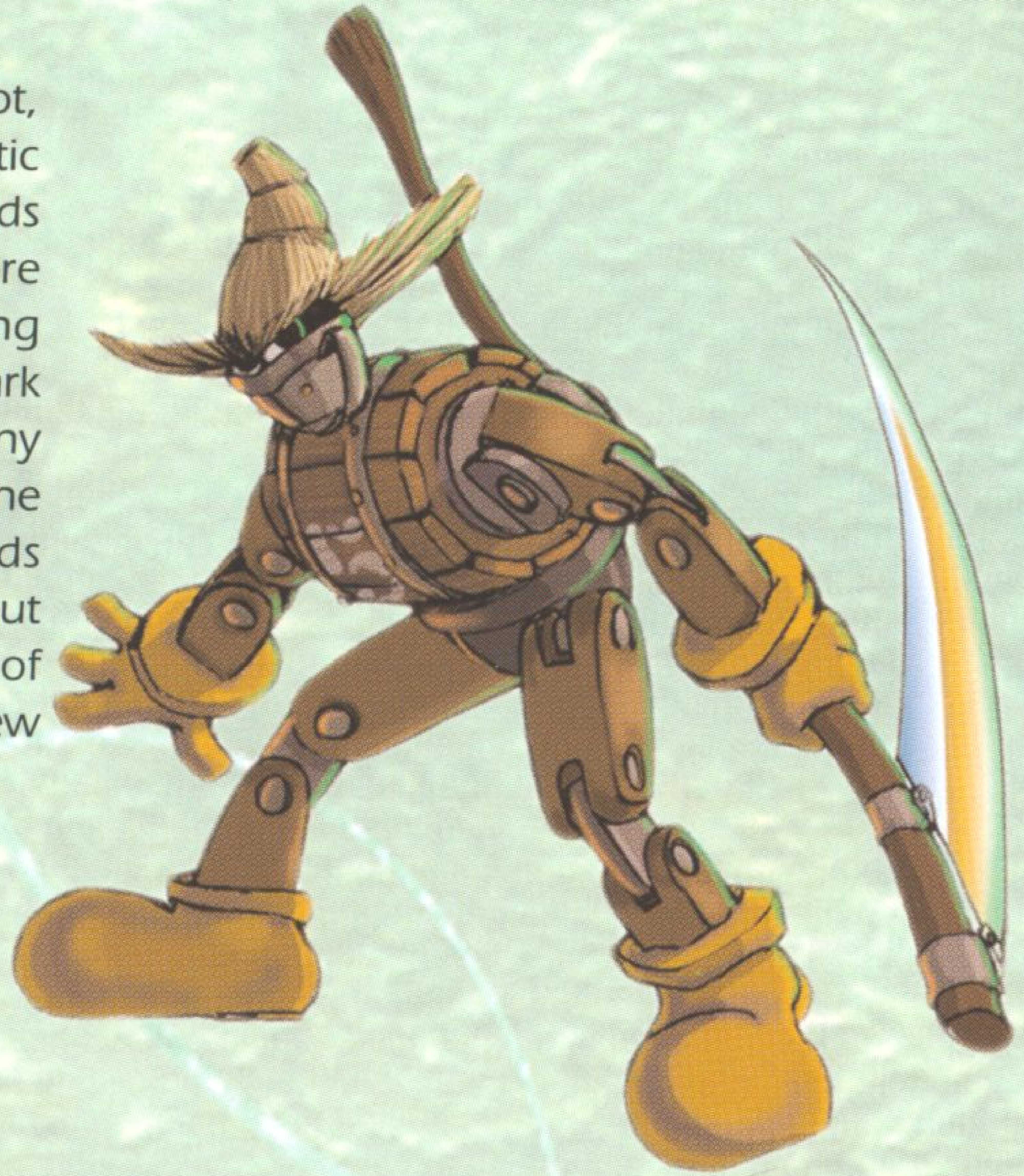
Windleaf

Windleaf is a talented young mystic with a curious nature. Raised in a secluded Sylvan village, her dream of exploring the world comes true one dark day as the enemy attacks her home. Bow in hand and spells ready, she begins her journey.

Race	Arkosian
Gender	Female
Age	17
Height,	5'6"
Weight	125 lbs
Intelligence	Above Average
Weapon	Bow
Special Ability	Spell Casting

Harv-5

HARV-5 is a labor robot, created by the enigmatic Gadgeteers to tend fields and crops. There's more to Harv than farming though... he has a spark of life not present in any other robot. When the enemy razes his fields and home, Harv sets out into the world of humanity to find a new purpose.



Race	Harvester Robot Mark 5
Gender	Male
Age	Actual 40+, mental (young adult)
Height,	5′6″
Weight	250 lbs
Intelligence	Average
Weapon	Field Scythe
Special Ability	Immunity

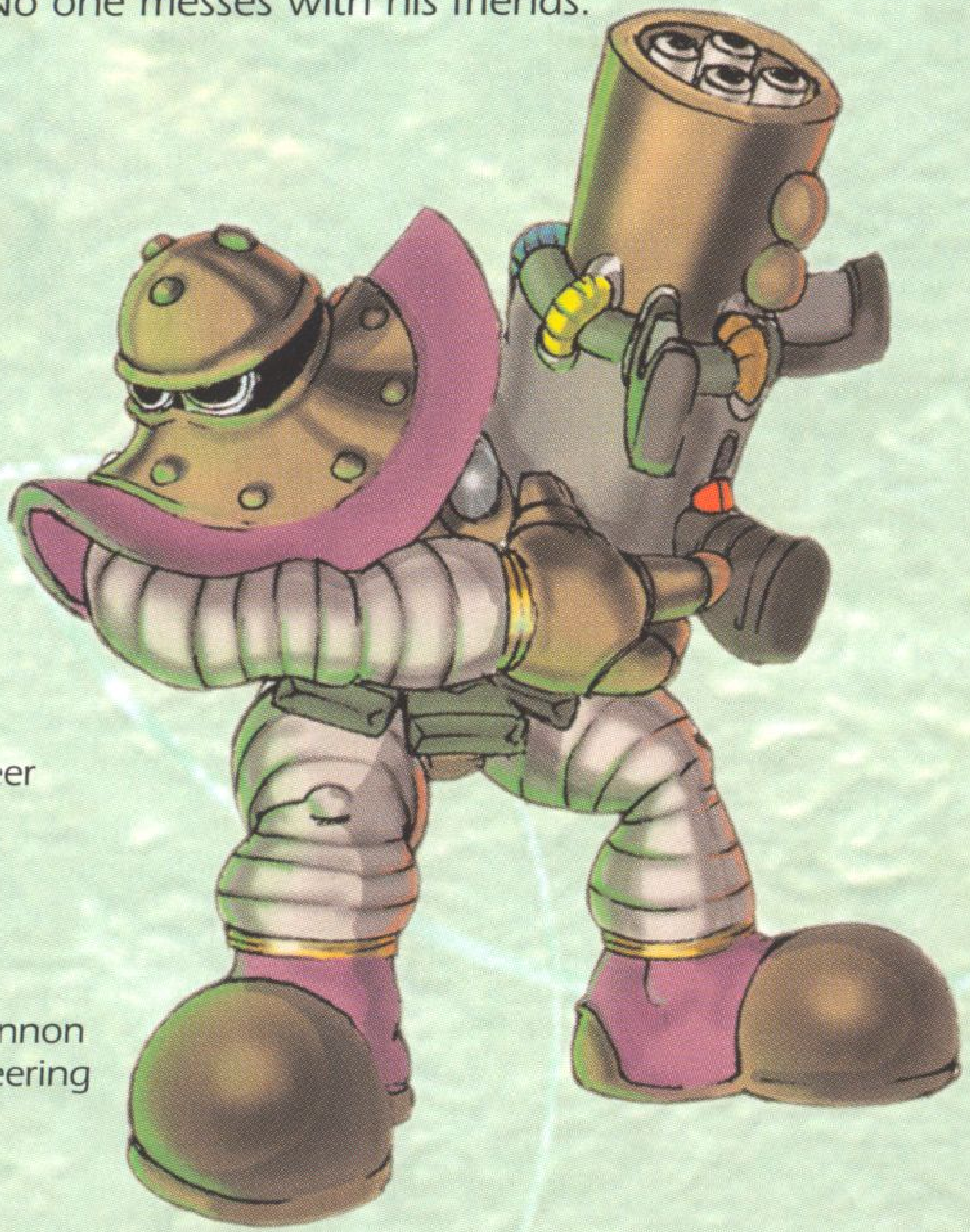
Xero Von Moon

Xero Von Moon is a blast from the past. A deadly combination of warrior and mage, he lost his artificial body long ago during the Great War. Down to just his head, Xero is revived from a deep sleep and brought into a new war... with stakes much higher than before.

Race	Mage Warrior
Gender	Male
Age	554
Height,	18"
Weight	13 lbs
Intelligence	High
Weapon	Psi Blasts
Special Ability	Spell Casting

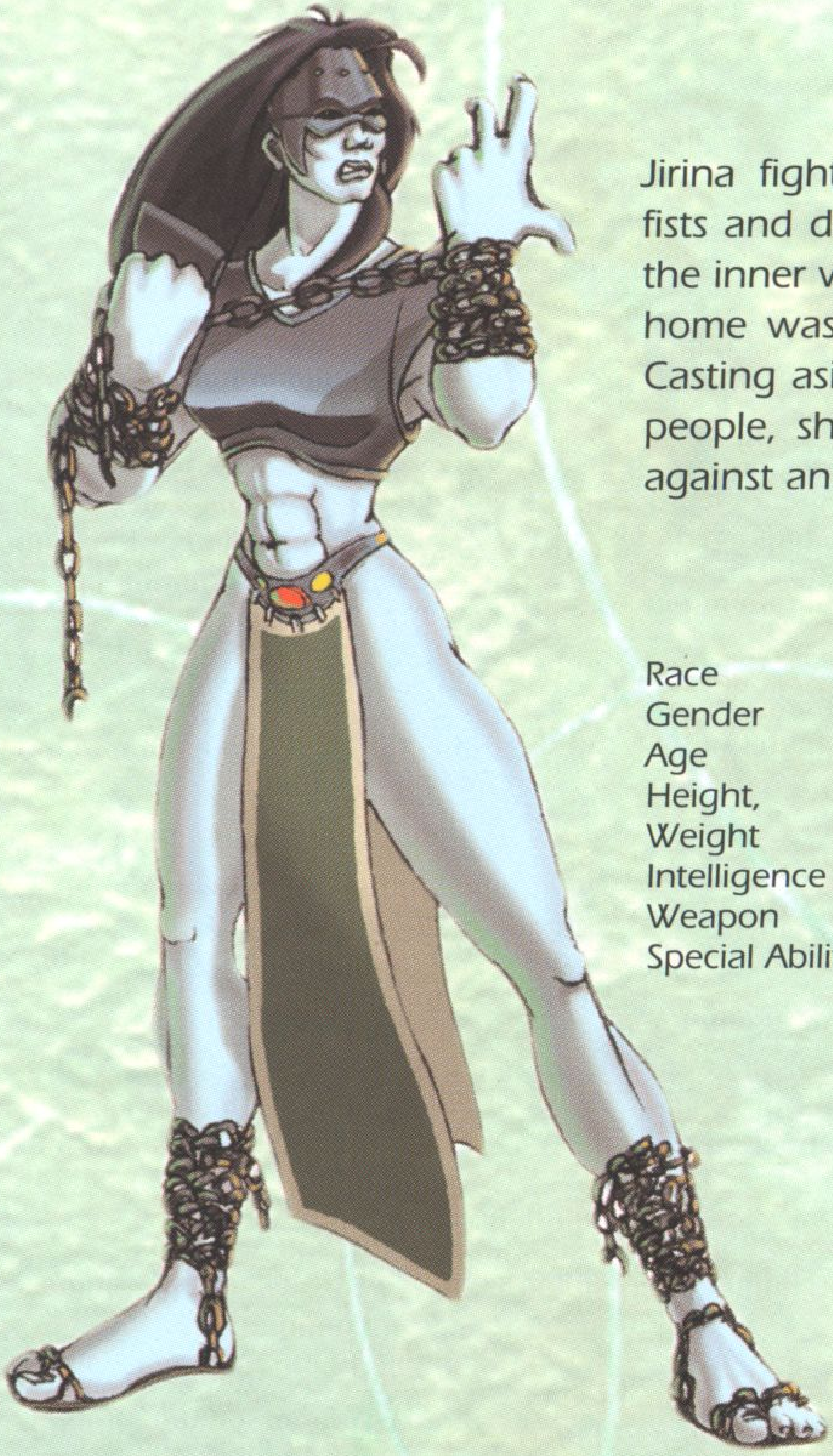
Clemett

Clemett didn't play nice and work well with the other Gadgeteers, so he was sent to live with the humans he admired so much. Happy in his new life, he does not hesitate to pick up his Multicannon when the enemy comes to call. No one messes with his friends.



Race	Gadgeteer
Gender	Male
Age	26
Height,	5'8"
Weight	350 lbs
Intelligence	High
Weapon	Multi-Cannon
Special Ability	Gadgeteering

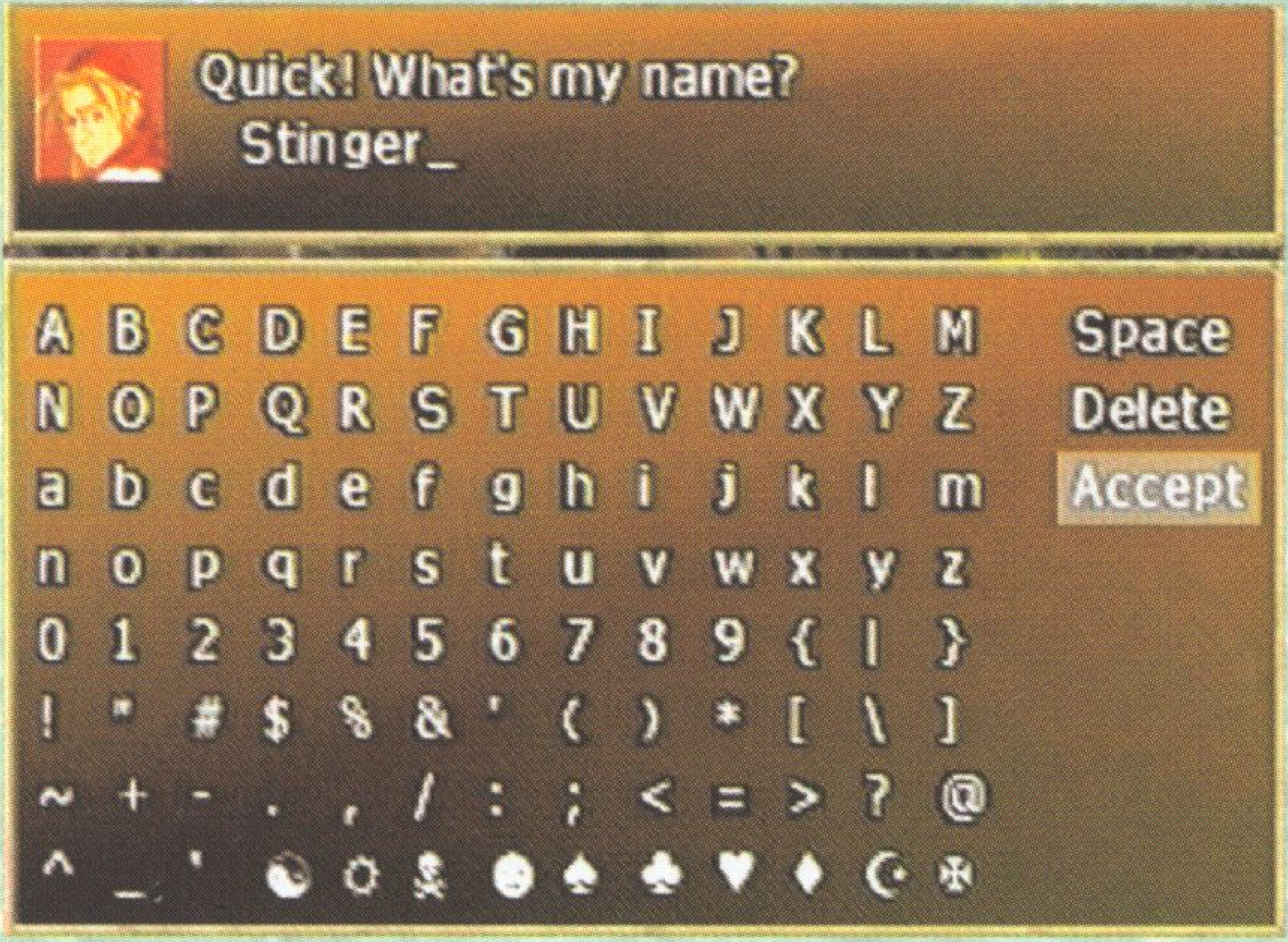
Jirina



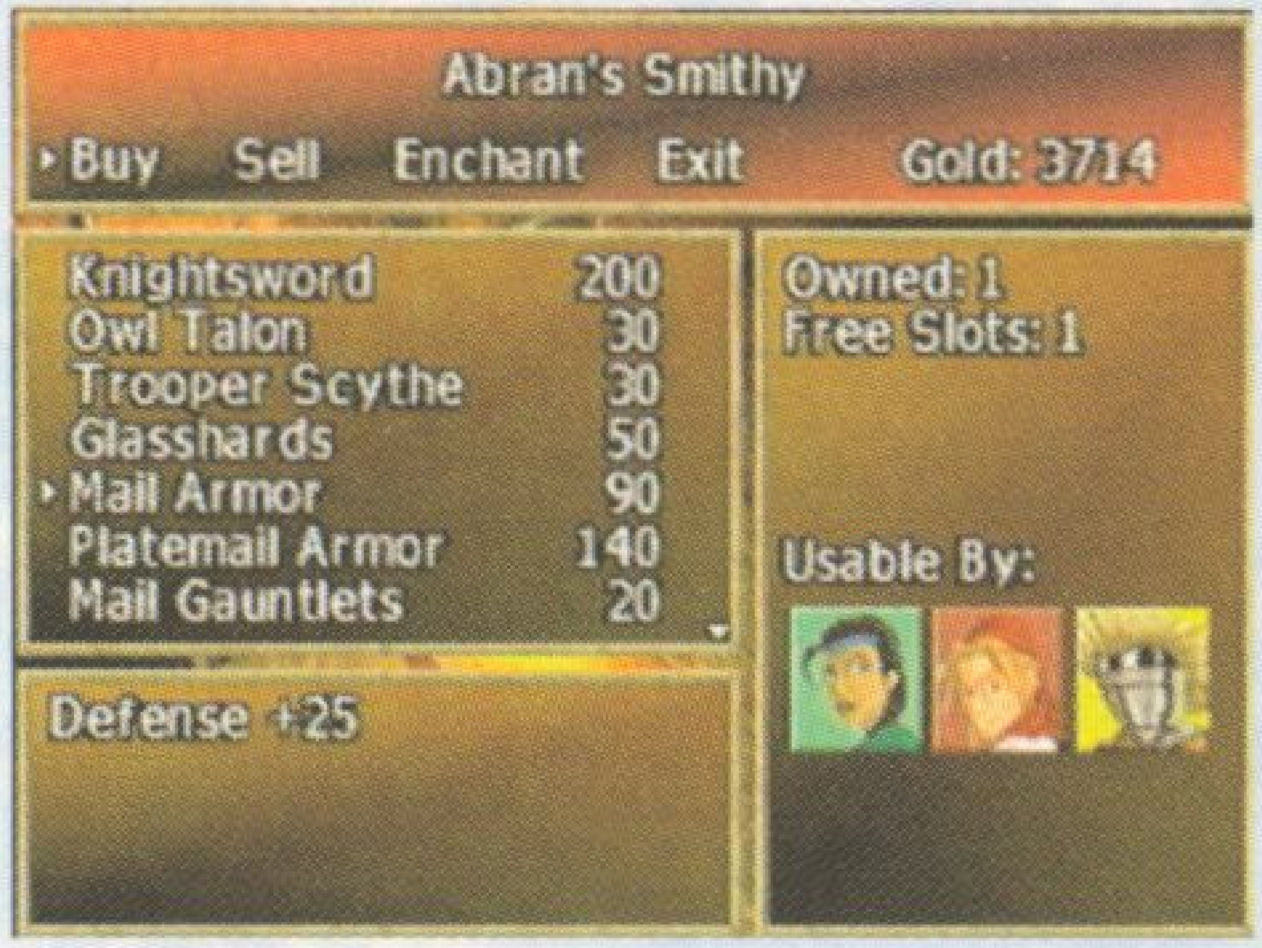
Jirina fights for freedom with furious fists and devastating spells. A native of the inner world known as Wyldern, her home was turned into a twisted hell. Casting aside the pacifistic ways of her people, she begins a one-woman war against an invincible foe.

Race	Grey Org
Gender	Female
Age	25
Height,	6′6″
Weight	275 lbs
Intelligence	Average
Weapon	Magic
Special Ability	Spell-Casting

As each of the heroes is introduced to the story, you may create your own name. The directional buttons scroll through the menu. Use the Action button to make a selection.



Shops



Shops are an essential part of your adventure. Know where they are located and pay close attention to prices. The careful shopper can make gold pieces go the distance!

There are three kinds of shops in the game; Weapons, Armor, and Item shops. Be sure to look at each shop's entire inventory. Some of them offer rare goods and services you can't get anywhere else.
For example: Some weapon and armor shops are owned by master smiths. These skilled artisans are capable of placing enchantments on your weapons and armor. Enchantments can make the difference between life and death in battles!

Inns

Inns are another "must-see" place. Staying the night at an Inn will restore your heroes to full health and mystic power. Additionally, you can save your game while at an Inn. This is a good idea, since it places you right next to a place of healing when you begin the game again. You can also switch parties at some Inns. When you'd like to check-in on the progress of another hero group, visit an Inn or a similar place of rest. Walk up to the party switching icon and press ⓧ.

There are four categories of items in the game: **Weapons, Armor, Relics and Magic Items**.

Weapons

Weapons come in three varieties:

Mundane weapons are your everyday implements of death. They have no magic powers.

Enchanted weapons are formerly mundane weapons blessed with the ability to inflict certain kinds of magical damage. Take your mundane weapons to master smiths to have enchantments placed upon them. Keep in mind, you can only have one enchantment on a weapon at a time. Remember, only Stinger and Harv can use enchanted weapons.

Artifacts are rare, one-of-a-kind weapons embedded with powers and spells.

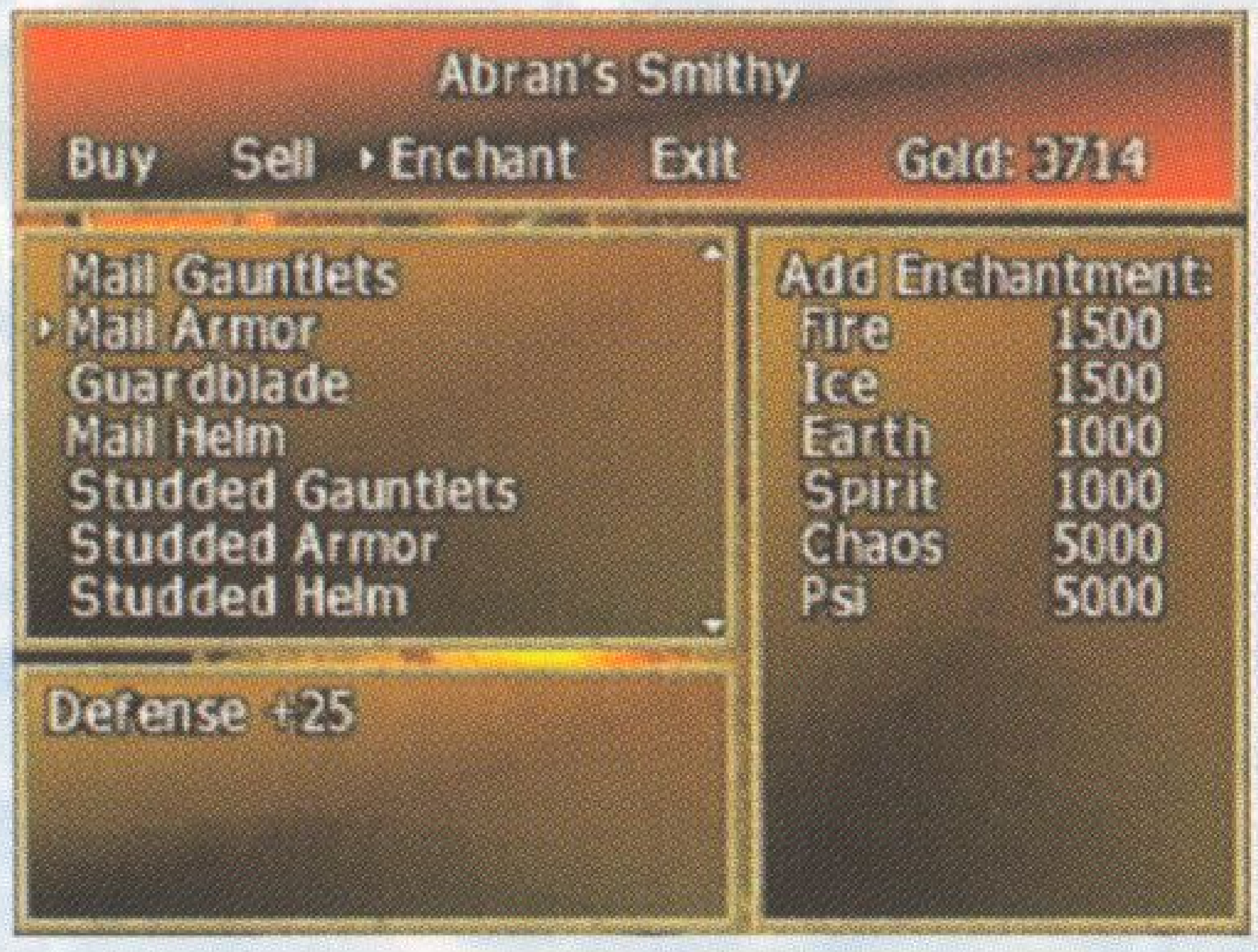
Armor

Armor comes in Mundane, Enchanted and Artifact varieties. You can find helmets, gauntlets, and body armor in the game. Unless you like pain, invest in all three.

Mundane armor is standard-issue, protective gear.

Enchanted armor has special wards that protect the wearer from certain kinds of magical damage. As with weapons, master smiths can place enchantments on mundane armor. You can only have one enchantment on a piece of armor at a time. Just like weapons, any character who can use a particular armor can use it in its enchanted state.

Artifact armor has magic wards of a defensive nature.



Relics

Relics are mystical objects that, when worn or carried, give their owner special powers. Relics never run out of use; once you have a relic, it's power is yours to keep. Each relic is a signature piece; no two relics are the same. Be warned; some relic makers are pranksters. The benefit their relics provide may turn out to be more of a curse...

Tip:

Relics are equipped on the Equipment Menu. Don't try to equip them to the Use Item menu. It won't work. You can only equip two relics at a time, so choose wisely!

Magic Items

Magic items provide enormous benefits to their user. They heal wounds, cure ailments... practically everything! Unfortunately, they have limited use. Once they're gone, they are GONE. Find an item shop to aquire more. Use them wisely.

Battle Mode

When a battle begins, you're positioned across the battle field from your enemies. This won't last long! The enemy creatures will move toward you and attack if you wait to act. Using the command menus, you can quickly execute a strategic attack and eliminate the enemy.

Battle Commands:

(Using the shoulder buttons)

Action

(L2 button)

Engage
This command allows you to select an enemy and move toward it. If you are close enough, you will attack when you select Engage.

Evade Enemy
This command allows you to move away from the enemy to safe ground. However, if you're surrounded on all sides, this command won't help! Be prepared. The enemy may chase you!

Flee

Sometimes discretion is the better part of valor. If you need to get out of a battle, select the Flee command. Your heroes will do their best to leave the field of battle. Warning: this doesn't work all the time!

Pass

Out of weapons or magic? Not sure what to do? Want to have another hero act instead? The pass command allows you to pass play to the next active hero.

Attack

(L1 button)

Guarded Attack

This attack scores low damage, but makes your hero hard to hit.

Normal Attack

This attack does more damage than a guarded attack, but lowers your level of defense.

Aggressive Attack

This attack scores the most damage, but makes your hero extremely easy to strike.

BATTLE MODE

Special Attacks

In addition to a primary weapon, each hero has a special attack method. In order to use a special attack, the target enemy must be in range.

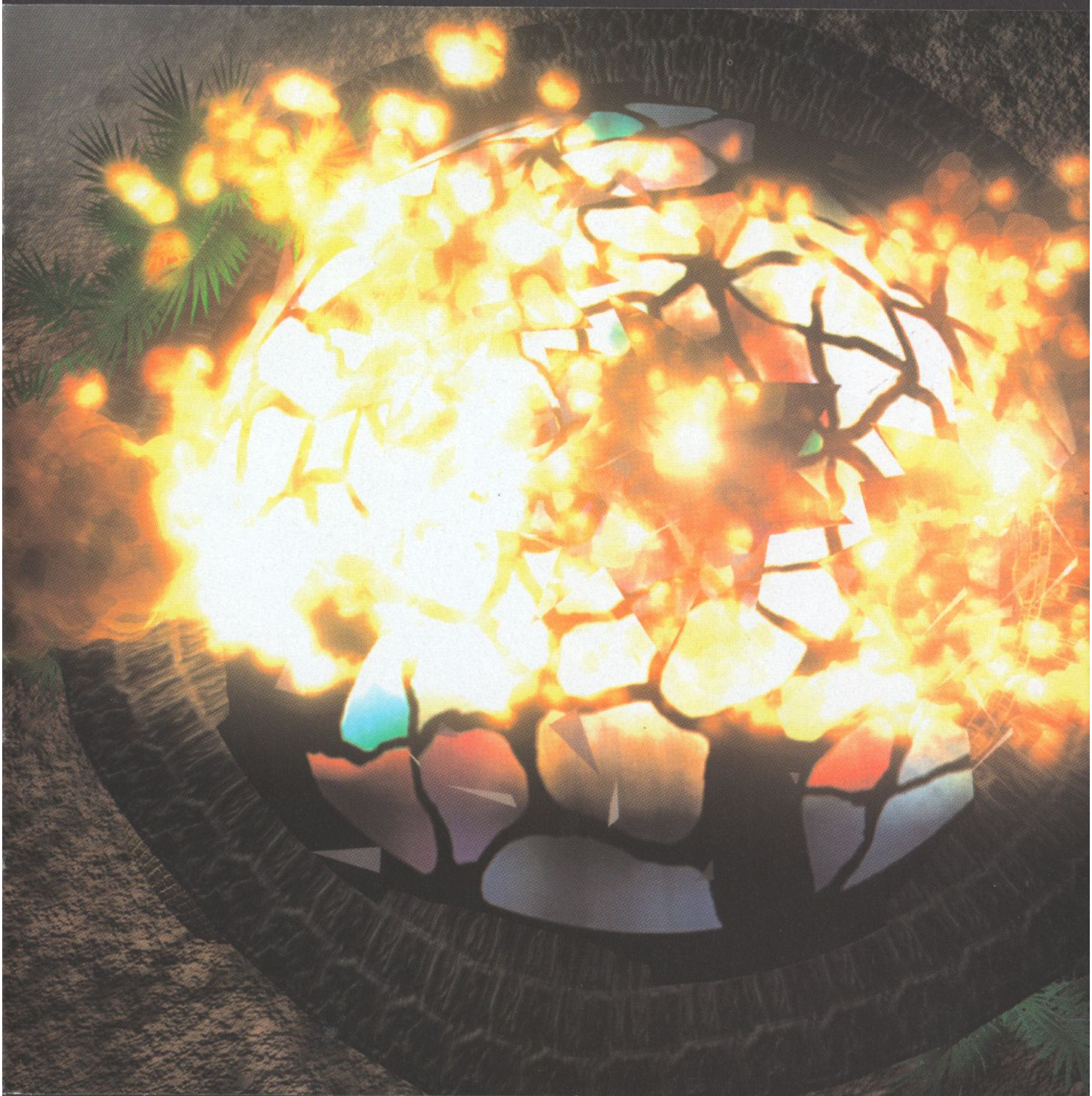
Stinger throws **Daggers** at the enemy.
Windleaf strikes foes with her **Bow**.
Harv-5 fires his **Seed-Shooter** at his opponent.
Xero delivers a jarring **Headbutt** to a foe.
Jirina throws energized **Warspikes** at the enemy.
Clemett uses his **Multicannon** as a bludgeon.

Items
(R1 button)

This Command Menu lets you review your item inventory. Only items with a combat function are displayed to streamline the process. Pick the item you need and go for it!

During battle, items are organized and color coded as follows:

HP Restorative	Green
MP Restorative	Purple
Cure State	Blue
Inflict State on Enemy	Red



Magic
(R2 button)

This command menu lets you quickly access the spell list for magic users. From there you can scroll through spells and select the one that best fits your needs. During battle your most potent defensive and offensive spells will appear at the top of your spell inventory for easy access.

Spirit Magic - Windleaf
Channels energy from the heavens as well as from all living things. Many spirit spells deal with the elements or the power of creatures.

Earth Magic - Jirina
Brings forth power from the planet. Wind, rain, lightning and earthquakes... these elements are at the Earth magician's command.

Psi Magic - Xero
Focuses the power of the Mind. From potent telekinetic blasts to subtle mental illusions, the Psi-Mage follows the philosophy of mind over matter.

Tip:
Some monsters are immune to certain types of magic. Be sure to note how your spells are affecting the enemy.

51
50 100
92
Beetle 15
Drakeball 12
Hawk 75
Soothing 4
840
645 660
845 740
L1 R1
Guarded
Normal
Aggressive
Special

Many foul creatures will attempt to thwart your efforts. Use the following helpful combat hints to maximize your battle skill.

Watch the Numbers

When you strike a monster in battle, keep an eye on the amount of damage you are doing. If it's low, try a tougher attack mode or switch to a different type of spell. If it's high, make a note of it. You've found a monster's weakness!

Stop the Charge

Monsters will do their best to overrun the heroes. Send your best close range combatants to the front rank and engage the enemy. Use heroes in the rear rank for distance attacks and spell casting.

Fight Smart

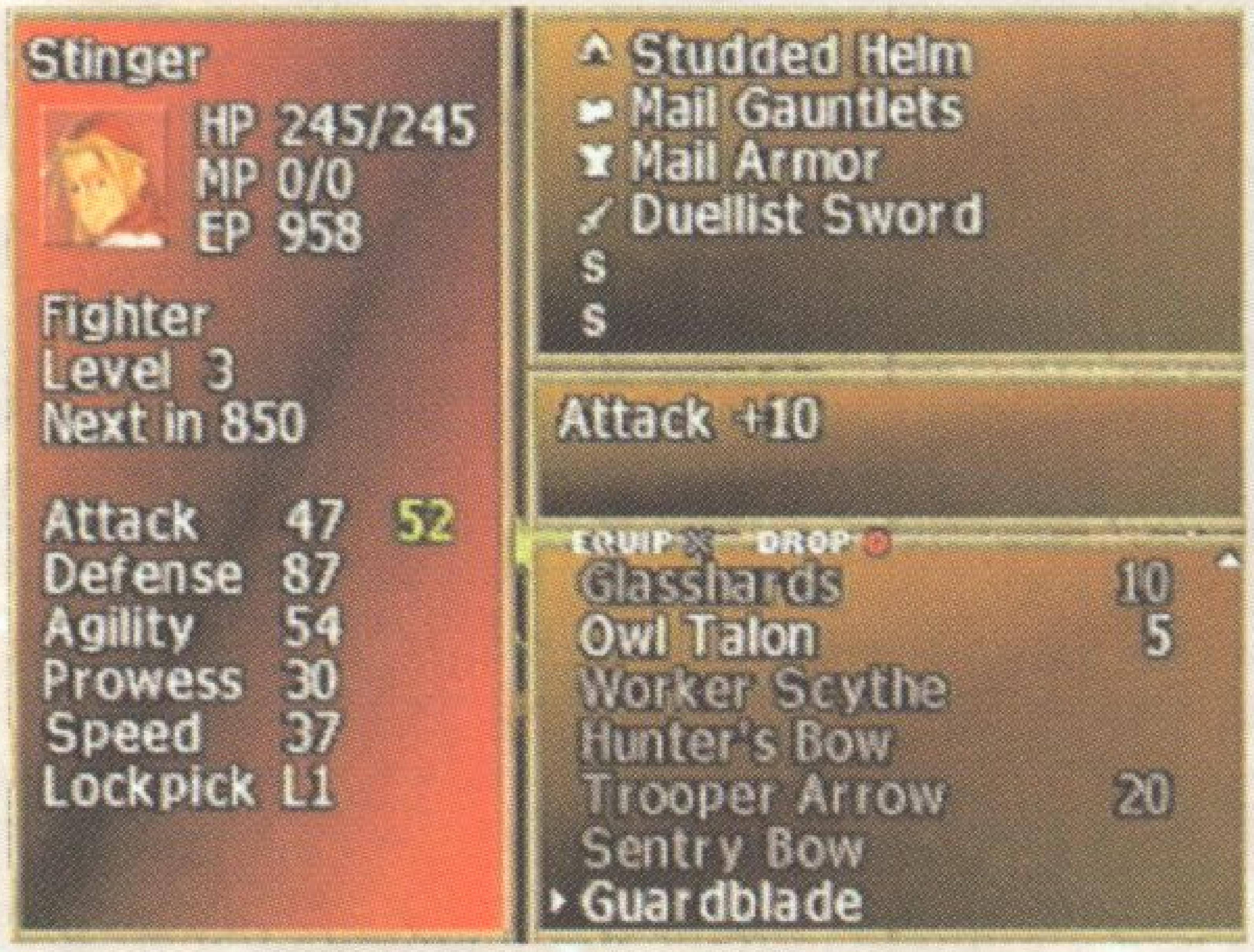
Places like Karillon and the Magic Academy contain books about monsters. Study them for clues on monster weaknesses, then use the knowledge effectively. Get enchantments on your weapons to exploit the weak spots of your enemies. Place wards on your armor to protect against a monster's magic attacks.

Try the Twitch

You can boost Stinger and Harv's hand-to-hand damage by using the special **Twitch Attack.** After your hero begins to strike the enemy, press the action button quickly. If you hit it just right, you'll execute the **Twitch Attack** and score additional damage!

Character Status

This portion of the statistic screen lets you know how your character is feeling. If you suffer an ailment or are under the effects of a spell, it will let you know. Use this information to seek the proper cure or remedy!



Character Statistics

Each character has the following statistics:

Attack determines how much damage you'll do.

Defense dictates how much damage you'll take.

Agility determines your ability to evade attacks in combat.

Prowess relays your ability to strike hits.

Speed governs how often you can attack.

Special Character Attributes

The characters have the following special attributes:

Stinger has the skill of Lockpicking.
There are four difficulty levels of locks in the game.
Stinger begins with the ability to pick Level 1 locks; as he gains experience he will learn how to pick more complicated locks.

Harv-5 has Immunity power.
As Harv gains experience, he can modify his robot body to be immune to certain types of mystical attacks, like poison, sleep and other ailments.

Xero, Windleaf, and Jirina have the skill of Spellcasting.
This skill adds to the effect of certain battle spells, making them hit harder. As these heroes grow in skill, their battle magic will become a formidable force!

Clemett has the skill of Gadgeteering.
In addition to allowing him to fix broken machinery, it increases the effect of his Multicannon shots in combat. Clemett's weapon will become a force to be reckoned with as he gains experience.

To open a menu, press the appropriate button. Once open, pressing the △ button will close each menu. When a menu opens, select a hero. The Up/Down directional buttons scroll the hand pointer between heroes. Press the action button to select. Pressing the action button again will activate the sub-menu.

□ Items

Use this screen to check out your current inventory. You can use most of your items here, except for those with a combat function.

△ Equipment

Check out the weapons, armor and relics in your possession here. Pick the best ones for your current task and equip your heroes with them. You can also check out the statistics of your heroes on the equipment sub-screen. Equipping a hero will change the appropriate statistic. If you are not happy with the new statistic, you may un-equip the hero.

○ Magic

The Magic menu allows you to keep track of your arsenal of magic spells and their effects. Use the appropriate spell to heal and restore your party in times of need.

Save

Ready for a break? This command will let you save your progress. (Save... Save often. Save multiple files.) You won't be sorry! You can save your game while on the world map or at any inn. While on the world map, press the SELECT button to access the Save Menu.

Quit

When it's time to leave Arkose for the real world, this command is your ticket out. Press Select to access the quit option.

Tip: Be sure and SAVE YOUR GAME before you quit.

Option

The Option Menu is accessed from the Start Menu. Here, you can calibrate your monitor, configure your controller, adjust music and sound effects volume, and set game options. You must quit and start a new game (or load a saved game) to change your options.

Pointman

The pointman option lets you choose which hero will be the leader of your current party. Having trouble getting through to someone in the game? Try switching your pointman. Other heroes might have better luck with the pesky character.

Load

Load allows you to load a previously saved game and start where you left off.

Options:

TV Calibration

The monitor calibration screen allows you to set the contrast and brightness of your television for optimal viewing. The contrast should be turned down so that the second gray bar on the left is barely visible against the black bar. Turn down the contrast until the gray bar disappears, then turn it back up until it is barely visible. Tune the brightness level on your television so that the white line appears straight. If your brightness is set too high, the line will appear slightly bent and will 'bleed' or appear washed out at the edges of the line.

Controller Configuration

You may configure the controls used for both the Quest and Battle modes of Shadow Madness. Scroll through the control selections using the Up/Down directional buttons. To select a new button, press the button you would like to map to the control. During battle, the controls you may configure are limited due to use of the shoulder buttons for key menus. The L2 and R2 buttons may not be configured for Shadow Madness.

IMPORTANT TIP:

Remember your new controller settings. All manual instructions use the default control settings and will change accordingly if you configure your controls.

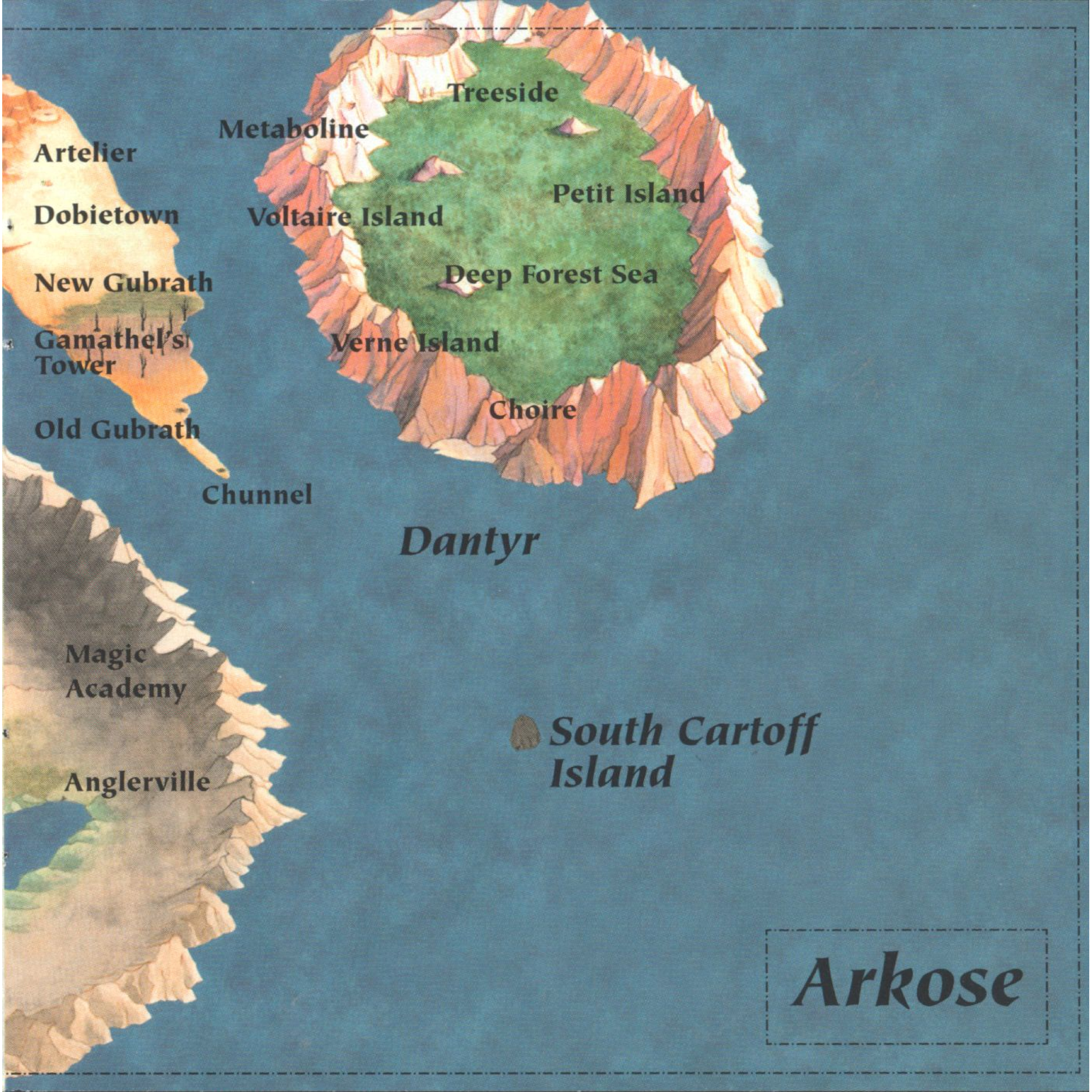
Sound

You can adjust the volume of the music and sound effects on the Sound Adjustment screen. Use the Right/Left directional buttons to move between each menu item. The Up/Down directional buttons move the sliders to adjust volume. The channel selection allows you to select audio playback in stereo or mono.

Options

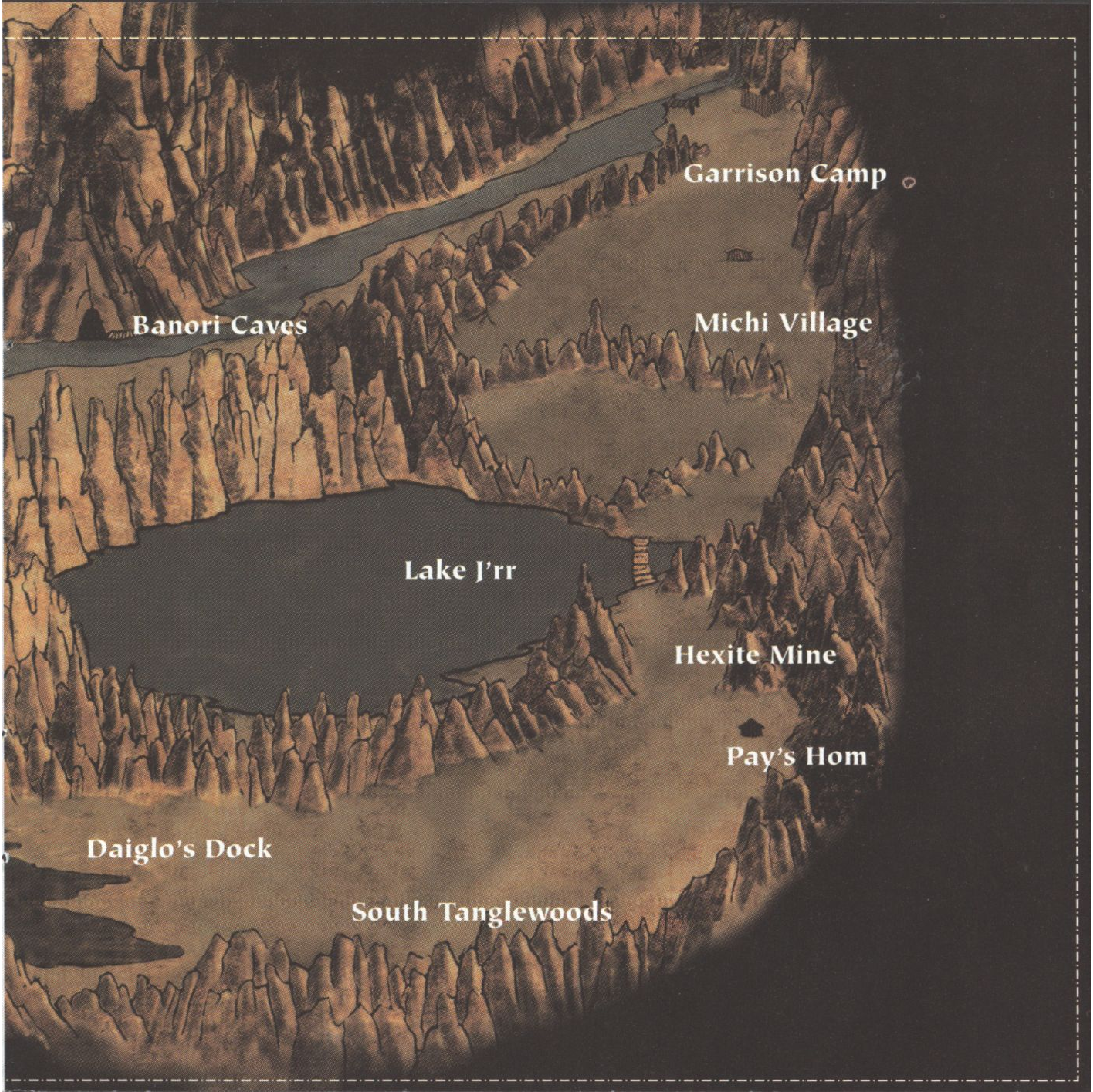
The Game Option screen allows you to set battle difficulty to easy, normal or advanced. In addition, you can turn the DUAL SHOCK vibration to ON or OFF. Finally, select a special font for Harv-5's dialog by setting the special font to ON. The Up/Down directional buttons scroll between options while the Left/Right directional buttons will change your settings. When you're happy with your game options, press START or the △ button to exit the menu.

Nomad Camp
Ziggurat
Siltheria
Gogarin Keep
Karillon
Bene Brokul
CatMan
Rockra
Enclaan
Forest Grove
Mountain Pass
Barley Grove
Port Lochane
Khelestra
Jynx
Eyre Crater


Treeside
Metaboline
Artelier
Petit Island
Dobietown
Voltaire Island
Deep Forest Sea
New Gubrath
Gamathel's Tower
Verne Island
Choire
Old Gubrath
Chunnel
Dantyr
Magic Academy
South Cartoff Island
Anglerville
Arkose

Keerg's Camp
Toparri Gathering Grove
Banori Tanglewoods
Big Mesa
Banori Trading Post
Wyldern Council Building
Tyr Og Nor
Followers of Nagruk
Cyl Og Sul

Wyldern


Garrison Camp
Banori Caves
Michi Village
Lake J'rr
Hexite Mine
Pay's Hom
Daiglo's Dock
South Tanglewoods

In addition to your side quests, you will be asked to complete a variety of mini-quests to progress in your journey.
When using an Analog Controller, your ANALOG mode switch must remain **OFF** while playing Sub-Madness or the Gadgeteer Simulators.

Sub-Madness

Use the Barrel Sub to explore the mysterious fissure that lies at the bottom of Loch Domhain and hopefully find passage to Wyldern. Launched from Eyre, the Barrel Sub is a small craft designed to allow the Gadgeteers (and a few select Arkosians) to explore the depths of the oceans, seas and lakes. The underwater tunnels are said to be home of Ballaich, the legendary guardian of Loch Domhain. They are also home to a variety of aquatic beings, which do not take kindly to strangers entering their territory. Dispatch them with your weaponry.

Controlling the Sub

directional buttons
- Press UP to move down
- Press DOWN to move up
- Press LEFT to turn left
- Press RIGHT to turn right

Fire Weapon

Hold to activate forward throttle

Hold to activate reverse throttle

L1/L2 button

Toggle forward through weapons

R1/R2 button

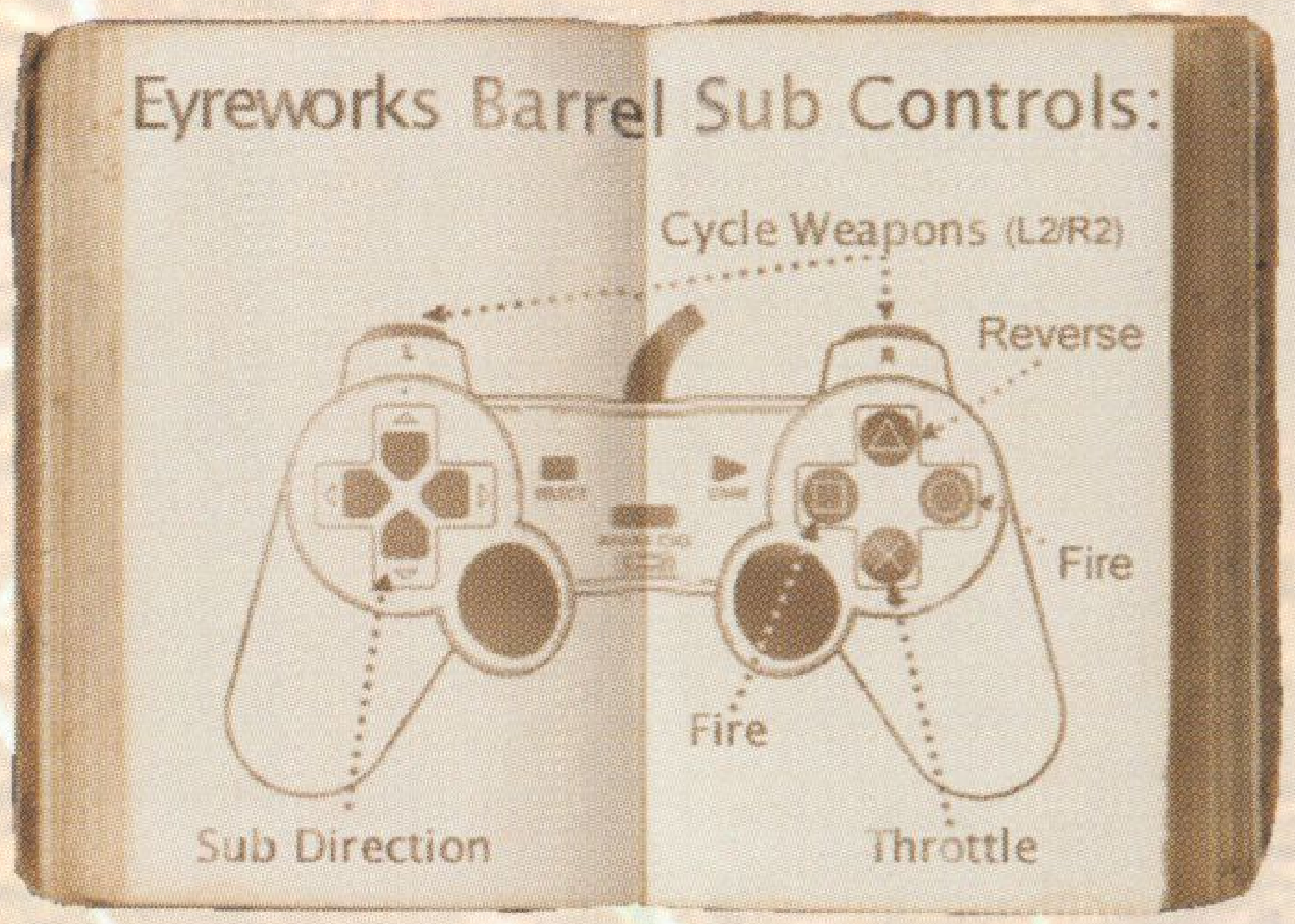
Toggle backward through weapons

START button

Pause

SELECT button

Call up sub-screen



Use the directional buttons to steer the Barrel Sub through the underwater passages. Remember that when you press UP, the nose of the Barrel Sub will point down, and vice versa. If you allow the sub to take excessive damage (indicated by the red sliding bar on the right side of your control panel), it will rupture and you will drown. Be careful!

Gadgeteer Simulators

If you are thorough in your exploration (or just plain lucky), you may find the gateways into the long lost Gadgeteer Simulators. Armed with fascinating Gadgeteer weapons, explore some out of this world locations. Bizarre creatures inhabit these areas. If you can eliminate the pests and reach the end of each simulator, you will be rewarded.

directional buttons
- Press UP to move forward
- Press DOWN to move backward
- Press LEFT to turn left
- Press RIGHT to turn right

□ Fire Weapon

✕ Jump

○ Open doors and activate switches

△ Look Up/Down; re-center view

To look up or down, hold the triangle button and press Up/Down using the directional buttons. To re-center view, tap the △ button.

L1 button
Toggle forward through weapons

R1 button
Toggle backward through weapons

L2 button
Strafe Left

R2 button
Strafe Right

START button
Pause

SELECT button
Call up sub-screen

LOCKPICKING

A locked door or chest may require Stinger to pick the lock. Each lock has two picks. The picks play a series of four sequences. Using the directional buttons for the left pick and the □, △, ○ and ✕ buttons for the right pick, copy each sequence in order to unlock the door or chest. Some locks are opened using Skeleton Keys. These rare items come in handy when Stinger's not around!

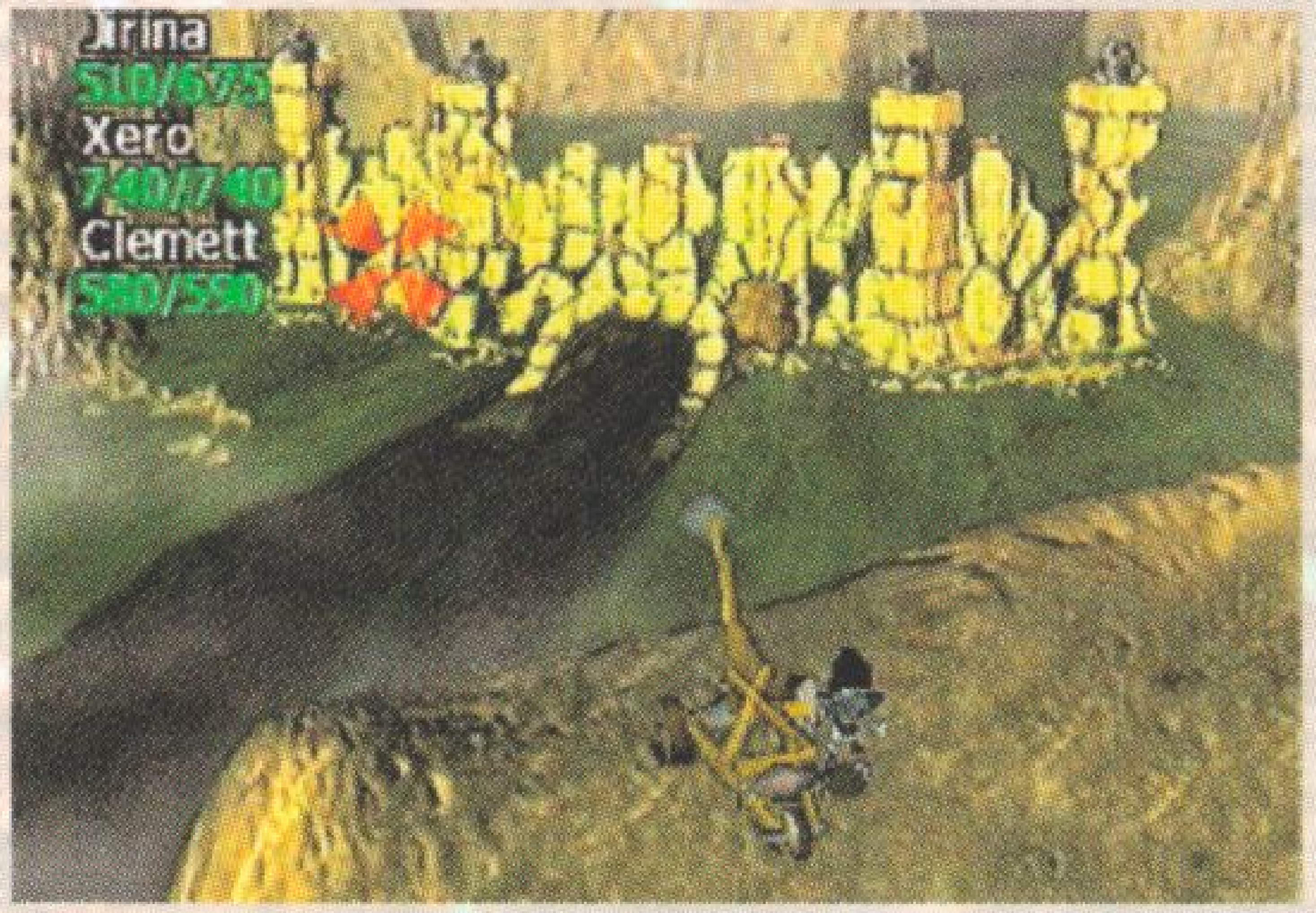
Hint: Locks come in four levels of difficulty, ranging from one (easy) to four (tough). Stinger begins the game with the ability to pick level 1 locks. As he gains experience levels, he will learn how to pick harder locks.

Another Hint: Just as locks come in four levels of complexity, so do Skeleton Keys! Be sure to use the right key for the right lock.

CATAPULT

Use the directional buttons to aim the crosshair and select the action button to fire the catapult. Once the enemy stronghold is suitably damaged, your allies can invade and conquer. Try to take out their cannons... before they take you out!

Hint: Each character handles the catapult differently. Some score more damage, but cannot aim as quickly. Others are speedy aimers, but their hits are not as destructive. Use the △ button to change characters during the catapult game.



THE ADVENTURE BEGINS

You've just witnessed the destruction of your hometown and to make matters worse, there's a rabid creature breathing down your neck! It's time to put that sword you found to work... unless you want to suffer a gruesome fate.

To Arms! To Arms!

Engage!

The first command menu you see in battle is the Action Menu (access with L2 button). Action commands relate to movement in battle. The first command is Engage. Engage selects a target to attack. Once engaged, you rush toward the enemy, weapon in hand. Use Engage until locked in battle with your target. You can also Evade an attack, Flee the battle or Pass to another member of your party.

Attack Menu

Once engaged, the next window you see is the Attack Menu (access with L1 button) Each command is a type of attack in hand-to-hand combat.

Guarded - Inflicts a low amount of damage, but increases your chances of evading hits in the fight.

Normal - Inflicts a higher level of damage than a guarded attack, but lowers your defense.

Aggressive - Inflicts the greatest amount of damage on your enemy, but leaves you vulnerable to counter strikes.

Special – Allows you to use your Special Attack.

Important Tips: The Shoulder Button Menu System allows you instant access to the different command menus. Remember that the L1 button instantly accesses the Attack Menu and the L2 button quickly brings up the Action Menu. For more information on the Shadow Madness Battle System and the Shoulder Buttons see page 22 of this manual.

Exploration Time!

Checking Things Out

Curious about an object? Want to talk to someone? Interested in knowing what that sign says? Walk up to the object of your curiosity and hit the Action button. Take notes! Some things may not make sense now, but may prove helpful later in the game!

Finding Items

During your adventure, keep an eye out for sparkling objects. These represent Items you can pick up. Don't forget to check out barrels and chests. Walk next to them and press the Action button to grab items.

- Chest
- Barrel
- Green Item
- Red Item
- Blue Item
- Gold Item

Use the Inventory Menu to keep track of items. To access the Inventory Menu, press the ▢ button. Using the directional buttons, you can cycle through your inventory. A brief explanation of each item appears in the upper right corner of the screen.

Walking and Running

The default movement in Shadow Madness™ is walking. Use the directional buttons or the Left Analog Stick to move your character on the screen. To run, hold down the R1 button simultaneously while using the directional buttons or Left Analog Stick.
Now you're really moving!

Battle Avoidance

When you hear a haunting roar or howl, evil creatures are nearby and looking for a fight. If your Hit Points are dangerously low or you're not ready for a fight, immediately press the L2 and R2 buttons simultaneously when you hear the 'battle roar'. The Battle Avoidance System allows you to dodge battle. If you're quick enough, you'll evade the attack! Remember that you need experience points, so use the Battle Avoidance System wisely.

Now you're ready to explore on your own. Remember the world of Shadow Madnesss is highly interactive. Talk to everyone, pick everything up and examine the many curious things you encounter.

The following is a partial list of weapons, armor and useful items found in Shadow Madness. Some are found during your adventure, but most are purchased from the merchants and crafts people you encounter. Important: prices and selection vary by retailer.

WEAPONS

NAME	PRICE	DESCRIPTION
Hunter's Bow	Starting weapon	Increases attack by 5 hp
Sentry Bow	250	Increases attack by 15 hp
Knight Bow	500	Increases attack by 30 hp
Defender Bow	FOUND	Increases attack by 25 hp; enhances fortitude & agility
Flynn's Bow	FOUND	Increases attack by 30 hp; enhances prowess
Field Arrow	5	Increases attack by 5 hp
Trooper Arrow	20	Increases attack by 10 hp
Knight Arrow	30	Increases attack by 20 hp
Flame Arrow	FOUND	Increases attack by 50 hp; fire damage
Duellist Sword	Starting weapon	Increases attack by 5 hp
Guard blade	FOUND	Increases attack by 15 hp
Knight sword	750	Increases attack by 25 hp
Hideripper Sword	3750	Increases attack by 50 hp
Ranger Sword	FOUND	Increases attack by 25 hp; enhances strength & fortitude
Gamathel's Sword	FOUND	Increases attack by 30 hp; enhances agility and prowess

Dirk (Dagger)	10	Increases attack by 25 hp
Owl Talon (Dagger)	30	Increases attack by 40 hp
Airthorn	500	Increases attack by 180 hp
Venom Dagger	FOUND	Increases attack by 75 hp;Venomous
Worker Scythe	Starting weapon	Increases attack by 5 hp
Guard scythe	175	Increases attack by 10 hp
Trooper Scythe	325	Increases attack by 20 hp
Defender	FOUND	Increases attack by 30 hp; enhances fortitude and agility

HARV-5 SEED-SHOOTER ROUNDS

NAME	PRICE	DESCRIPTION
Barley shot	20	Increases attack by 25 hp
Glasshards	50	Increases attack by 75 hp
Burnsap	1000	Increases attack by 375 hp; Fiery projectiles

ARMOR

NAME	PRICE	DESCRIPTION
Leather Armor	Starting armor	Increases armor value by 10
Wood Armor	Starting armor	Increases armor value by 20
Mail Armor	750	Increases armor value by 25
Platemail Armor	1250	Increases armor value by 45
Mage Armor	FOUND	Increases armor value by 45; enhances agility and magic power
Leather Gauntlets	Starting armor	Increases armor value by 5

NAME	PRICE	DESCRIPTION
Mail Gauntlets	475	Increases armor value by 15
Steel Gauntlets	800	Increases armor value by 25
Studded Helm	FOUND	Increases armor value by 10
Mail Helm	250	Increases armor value by 15
Steel Helm	450	Increases armor value by 25
Knight Helm	FOUND	Increases armor value by 30 enhances prowess

ITEMS

DISPOSABLE HEALING ITEMS

NAME	PRICE	DESCRIPTION
Fyrn Salve	65	Cheap curative mixture, restores 50 hP
Greencod	75	Tasty and wily fish, restores 75 hP
Barleyfiz	50	Popular drink in Arkose, restores 50 hP
Fyrn Tonic	150	Bittersweet fluid, restores 100 hP
Armortrout	125	Elusive fish from Loch Domhain, restores 150 hP
Desert Pear	250	Native to the Uhndrashi Desert, restores 150 hP
Pilj Syrup	250	Amazing healing potion, restores 200 hP
Hu'Chah	500	Healing drink made in Artelier, restores 250 hP

DISPOSABLE RESURRECTION ITEMS

NAME	PRICE	DESCRIPTION
Deathcheat	1000	Revives target at 1 hp
Lifeback	2750	Revives target at full hP

DISPOSABLE STATE-REMOVING ITEMS

NAME	PRICE	DESCRIPTION
Daro Root	100	Cures poison
Stank Moss	100	Cures sleep
Qyg's Snuff	100	Cures paralysis
Vigor Pill	100	Cures weakness

DISPOSABLE MAGIC POINT RESTORING ITEMS

NAME	PRICE	DESCRIPTION
Aether Drop	750	Restores 25 MP
Aether Wafer	2250	Restores 100 MP

MISCELLANEOUS DISPOSABLE ITEMS

NAME	PRICE	DESCRIPTION
Beef Cake	250	Enhances strength for the duration of one battle
Fegglenut	250	Enhances fortitude for the duration of one battle
Skeleton Key	7500+ FOUND	Used to open locked doors and treasure chests

CONTINUOUS MAGIC ITEMS

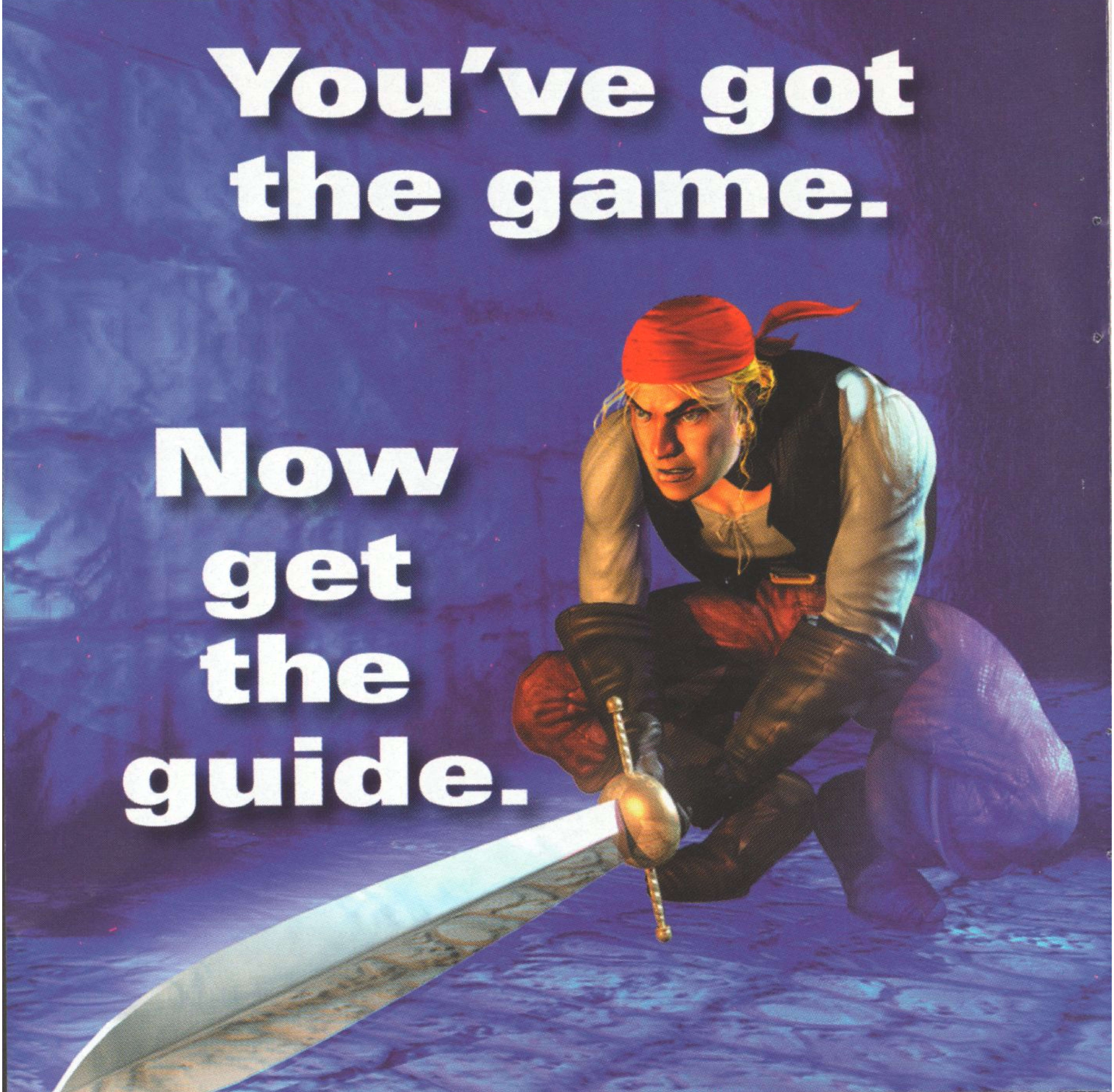
NAME	PRICE	DESCRIPTION
Toxnaught Ring	FOUND	Makes user immune to poison
Dumnaught Ring	FOUND	Makes user immune to confusion
Doznaught Ring	FOUND	Makes user immune to sleep
Slonaught Ring	FOUND	Makes user immune to slowness

FOODSTUFF

NAME	PRICE	DESCRIPTION
Beans	FOUND	Tasty legumes restores 1 hP
Berk Jerky	FOUND	Tender tasty meat, restores 5 hP
Apples	FOUND	Crisp tangy green fruit, restores 3 hP
Tulian Cheese	FOUND	Strong but not overpowering, restores 3 hp

HOME, GARDEN & HARDWARE

NAME	PRICE	DESCRIPTION
Soap	FOUND	Lightly scented with apples
Bucket	FOUND	Hauls water and other materials
Dung	FOUND	Surprisingly useful animal refuse
Shovel	FOUND	Ditch digger Mk.1A
Saw	FOUND	Fells trees
Hammer	FOUND	Drives nails home
Wrench	FOUND	Tightens nuts and bolts
Screwdriver	FOUND	Drives screws into wood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SHADOW MADNESS™

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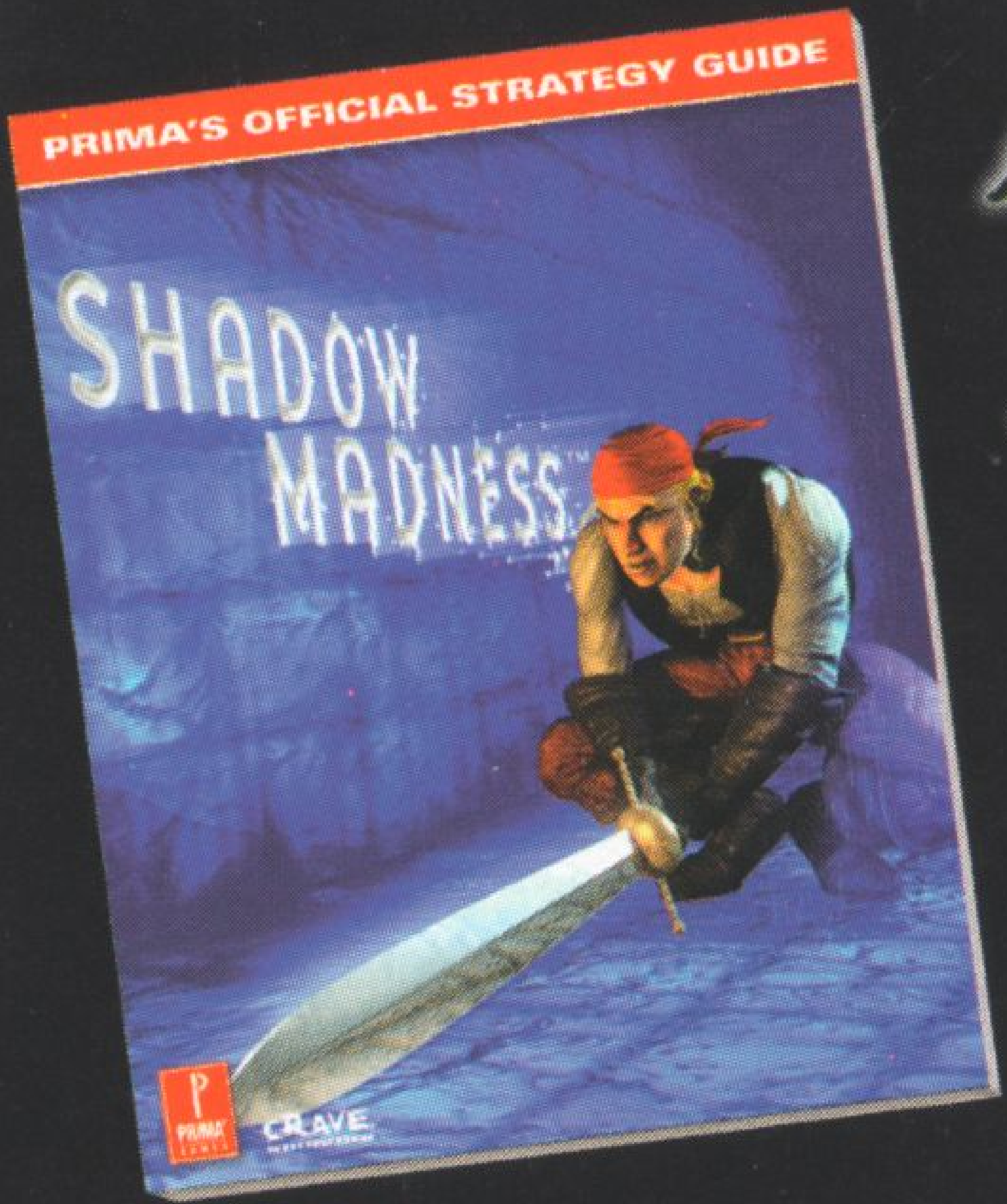

- Strategy vital to defeating the mysterious plague
- Every secret area explored
- Need-to-know details for every character
- Items and weapons table
- Tips and tricks for all mini games

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